PARKER

English Instructions

Tutankham™

FOR THE MATTEL® INTELLIVISION™ VIDEO GAME SYSTEM

TUTANKHAM game graphics © 1983 Konami Industry Co., Ltd.
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Inside King Tut's tomb are treasures beyond your wildest dreams. They can be yours. . . if you dare to take them. Supernatural creatures roam the mazes of the tomb guarding the treasures at all costs. Your only defenses against them are your laser gun and. . . your wits. Blast away, snatch the loot, escape through secret passageways before it's too late! And when you see a key, take that, too. It will unlock the door to the next chamber and the next adventure. Enter King Tut's tomb and see what awaits you. . . if you dare.

OBJECT

To score as many points as you can by recovering treasures, unlocking doors, and defeating the guardians of the tomb.

SETTING THE CONSOLE CONTROLS

1. Make sure the cartridge is placed firmly into the cartridge slot.
2. Turn the OFF/ON switch to ON. You'll see "PARKER BROTHERS PRESENTS Konami's TUTANKHAM".
3. Press any button on either controller. You'll see "PLAYERS 1 OR 2".
4. Press either 1 or 2, depending on whether you're playing a one- or two-player game.
5. Then you'll see "LEVEL? 1 TO 4". Press the number of the level at which you wish to play. (See GAME SELECTION.)
6. Press any button to start the action.

TutankhamTM
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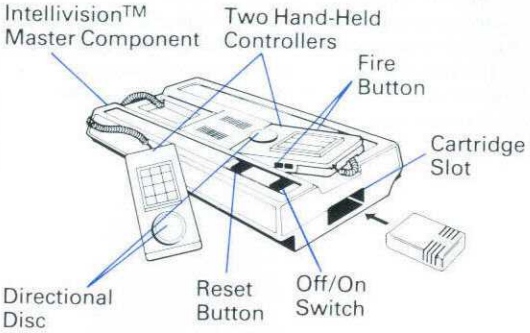
THE HAND-HELD CONTROLLERS

Use the directional disc on your hand-held controller to move your archeologist up, down, right or left. Use the LEFT hand-held controller for one-player games.

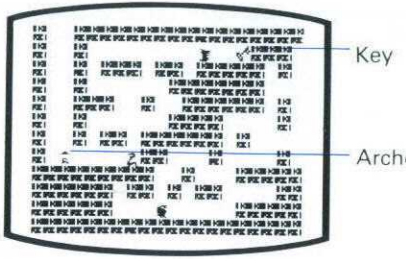
To fire your laser gun in the direction **to the right,** press the **bottom right** fire button or keypad no. 3 or no. 6. To fire to the **left,** press the **bottom left** fire button or keypad no. 1 or no. 4.

To create a **flash bomb,** press **either top** fire button.



PLAYING

If you begin the game at Level 1, 2 or 3, you're an archeologist with five "lives". If you begin at Level 4, you've got just three lives. In any case, you're in the first of four burial tombs inside King Tut's tomb. Take a minute to look at the illustration. As soon as the game begins, start moving the archeologist through the maze. **These are the things you must do:**



Find the Key: Inside each chamber is one or more keys. The archeologist can carry only one key at a time, so as soon as you open one lock, go back for another key so you can open the next lock. Once you've opened all of the locks and have reached the end of the chamber, you may pass through and enter the next chamber. **Once the archeologist has picked up a key, you'll see it in his hand.**

Watch out for creature nests: Throughout each chamber are creature nests. Creatures of varying speeds and species can spring from them at any time. Just before they do, however, you'll hear a "slurp-like" sound. When you hear it, get ready to fire at the approaching creature!

To fire your laser gun to the right: Press the bottom right fire button or no. 3 or no. 6.

To fire your laser gun to the left: Press the bottom left fire button or no. 1 or no. 4.

You cannot fire up or down.

If you're in a tight spot and can't seem to fire your way out, you can create a flash bomb: Just press either of the **top** fire buttons. The flash bomb will cause all the creatures on the screen to disappear. . . just long enough for you to escape. Each archeologist has just one flash bomb, so use it wisely!

If a creature should get the archeologist, the next one will appear close to where the last one was caught. The screen will show the number of remaining archeologists at the top.

Pick up treasure: Many priceless treasures are located throughout the maze. You'll find them tucked away in alcoves. Just remember that you don't have to go after each one – especially if it's too risky. But the more treasures you recover, the more points you'll score.

Find the secret passageways: Secret passageways let you zip from one side of the chamber to another. They can let you escape dangerous situations. Oftentimes it's the only way to continue through the maze. Because a secret is a secret, it's up to you to find out where each one is located.

Open the door: At the end of each maze you'll find a door. As long as the archeologist has opened all previous locks and has a key in hand when he reaches this door, he'll open it. Behind it lies another fabulous treasure and the entrance to the next chamber. *If the archeologist has no key when he reaches it, he must go back and get it.*

END OF GAME

The game ends when you've lost the last of your archeologist's lives.

To play again **at the same level,** press ENTER.

To play again **at a different level,** press RESET or any numbered button on the controller.

LEVELS OF DIFFICULTY

There are four levels of difficulty. Each level is comprised of the four different burial chambers. If you complete the four chambers of one level with at least one remaining "life", you'll proceed to the first chamber of the next level, and so on. Complete all four chambers of Level Four, and you'll go back to Level One.

In higher levels of difficulty, the creatures appear more frequently and move more quickly.

THE CREATURES

There are six different types of creatures in this game.

Royal Cobra Snakes: spirits of the goddess Wadjet.

Giant Yellow Auks: sacred birds of the goddess Selket.

Killer Bats: inbreeding for generations, they're fast and dangerous.

Death Dragons: personal bodyguards of Thutmoses II.

Egyptian Eagles: an ancient and vicious breed of eagle that lives only inside King Tut's tomb.

Speed Spinners: deadly energy created by the sun-god Amon-Ra.

THE TREASURE

There are two kinds of treasure scattered throughout each chamber.

Ruby-studded crowns: adorned Royal heads of several ancient Egyptian dynasties.

Magic lanterns: said to bring luck and knowledge to whomever can retrieve one from King Tut's tomb.

The door to the treasure room at the end of each of the four different burial chambers shows one of these treasures:

Map: invaluable to finding your way out of the tomb.

Urn: used to carry sacred Nile River water in coronation ceremonies.

Treasure Chest: filled with exotic jewels worn by Queen Nefretari, wife of Ramses II.

Death Mask of Tutankham: the most coveted treasure of all!

THE TWO-PLAYER GAME

The left player goes first; players alternate turns. Your turn ends when you lose a life. The game ends when both players have lost all their "lives".

When the game is over, the first player's final score flashes at the left side of the screen; the second player's final score at the right side.

GAME SELECTION

Level number	Level Variation
1	easiest
2	
3	
4	toughest

SCORING

Points accumulate throughout the games as follows:

Destroying. .
- Snake .....up to 200 points
- Yellow Auk .....up to 400 points
- Dragon .....up to 600 points
- Eagle .....up to 800 points
- Bat .....up to 1000 points
- Spinner .....up to 1200 points

Note: Creature points awarded when destroyed by flash bomb.

Picking up. .
- Key ..... 500 points
- Crown or Lantern ..... 500 points

for the first; 1000 for the second; 1500 for the third; add 500 more points for each succeeding treasure.

Completing a chamber. .
- 1000 for the First
- 2000 for the Second
- 3000 for the Third
- 4000 for the Fourth;

this system repeats itself in each level.

Bonus archeologist. . one after reaching 8000 points

IMPORTANT NOTE

The colours seen on your T.V. Set may not be identical to those shown in this booklet. This is due to the type of T.V. Receiver used and **does not** mean your cartridge is faulty.

IN CASE OF DIFFICULTY USING THIS PRODUCT, PLEASE CONTACT YOUR NEAREST CONSUMER RESPONSE DEPARTMENT

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